Club Nintendo®

VOLUME 5 · 1993 · ISSUE 2

STARWING™

SUPER NES REVIEW!

MEGA MAN II ON GAME BOY!

Plus

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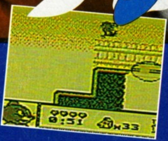
NOWIKOW

World League Basketball (SNES)

Parodius (NES)



Tom & Jerry (Game Boy)

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Mario says...

Wow! What an issue! Not only do we have the lowdown on Starwing but there are just so many great reviews that I will have to let the contents do the talking! Don't forget to check out page 16!

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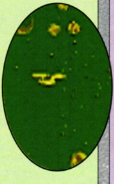
GAME BOY



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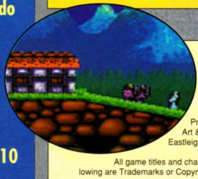

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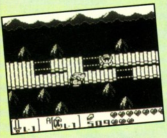
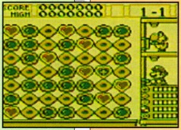
NEWS

Link due on the Game Boy!

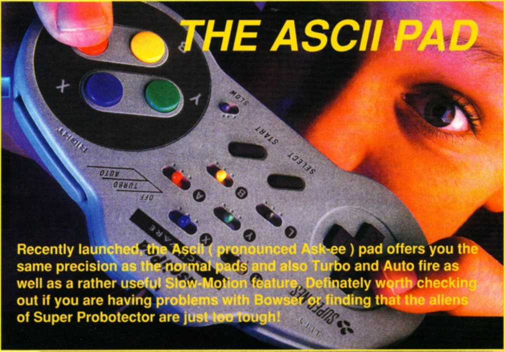
Coming this Summer is The Legend Of Zelda - Link's Awakening on the Game Boy and it promises to be every bit as good as the NES and SNES smash hits! With the largest Game Boy map ever and covering an incredible 4 Megabits of memory, this adventure is sure to keep all of you Link fans happy for some time to come!





Another game that just may make these shores is Yoshi's Cookie, which involves Yoshi fighting against the demands of out of control cookies. Up to four players can compete at one time, making it a very competitive and entertaining game!

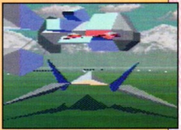
There are further goodies just out in the US. Top Rank Tennis is another four player game which, surprise surprise, is based on Tennis. It allows singles and doubles, rank and unranked competitions and it is definitely one game that we are looking forward to!



THE ASCII PAD

Recently launched, the Ascii (pronounced Ask-ee) pad offers you the same precision as the normal pads and also Turbo and Auto fire as well as a rather useful Slow-Motion feature. Definately worth checking out if you are having problems with Bowser or finding that the aliens of Super Probotector are just too tough!

What's In A Name?



Due to unforseen circumstances, the game Starwing has been renamed for the European markets, Previously billed as Star Fox, it is only the name that has been altered - the game is exactly the same as the US version. So, instead of asking your local stockist for Star Fox, make sure that you request Starwing! Be quick, though - this game will be in real demand!

Now Available

THE OFFICIAL
GAME BOY
PLAYERS GUIDE
Nintendo

If you are having problems with any of the 26 titles featured in the Official Game Boy Players Guide then this book is for you! There are a multitude of maps, tips, tricks and tactics to help you survive the dangers of games such as Super Mario Land, Spiderman, Batman and Disney's Duck Tales so make sure that you get hold of a copy!

PARODIUS

Console: NES · Produced by: Konami
Style: Action · Release date: April

Prepare yourself for Parodius!

Shoot-'em-ups have come and gone on the NES - now they are the victims of a wicked sense of humour as Parodius takes to the skies, and your screens, in a game where the emphasis is as much on laughs as it is on entertainment!

Shipshape and Bristol Fashion

An array of ships is at your fingertips and all have their own power-up options. There is certainly great variety here, not only in look but in the individual abilities too!

Vic Viper

This fast moving space ship should be familiar to Gradius fans. It has an awesome complement of weapons including a devastating laser that can wipe out many enemies with only a single shot.

Twinbee

Twinbee may look like a harmless bubble ship, yet he packs one mean punch, especially when he lets fly with his Rocket Punch homing missiles!

Pentarou

The flapping Penguin is no pushover when it comes to defending himself - his Poton missiles, which will home in on any nearby enemies and his guns, are second to none!

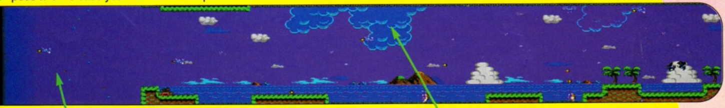
The Octopus

This is a very bizarre-looking little ship with eight legs and a pink body. Despite his cuddly exterior, though, the Octopus can inflict major damage on the residents of Parodius when he unleashes his deadly ripple cannon!

LEVEL ONE

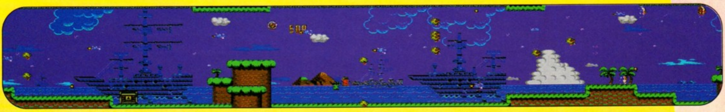
Even level one of Parodius has its fair share of madness and mayhem - just check out that Chicken at the end! Once more, we've ventured into space to bring you the complete lowdown on this strangest of first levels!

Use the first part of the level to collect power-pods and increase your number of weapons.



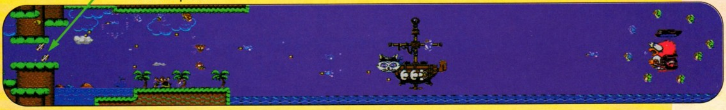
Concentrate on getting a bell power-up here so that you can just wade through the first onslaught.

Watch out for any aliens that may pop up behind you - select the tail-gun if you can.



Try to grab the power-up that will allow you to select any of the weapons.

Take a look at the tips below for information on how to beat the two bosses!



THE WORLDS OF PARODIUS

There are many different levels in Parodius, covering a most diverse range of planets and themes. One second you will be cruising through space, the next confronted by space pirates complete with old wrecks rotting in the background!

Of course, it gets even stranger than that. The second level is full of killer clowns who certainly won't be giving you anything to chuckle about! The guardians, too, are some of the toughest not to mention the funkiest that we have ever come across!

INTRODUCING... PARODIUS BELLS!

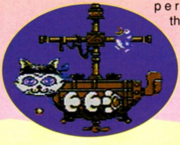
The majority of power-ups, besides those needed to select the speed ups, missiles and lasers of each character, come in the shape of bells. You must shoot these to change their colour, which, in turn, will provide a variety of wonderful bonus items, including 500 points, an invincible ship, a very effective shield that covers most of the screen in front of you and more!

BOSSES AND GUARDIANS

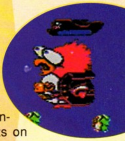
The game follows the usual Nemesis formula of completing a level only after destroying a huge and deadly guardian. However in case you had forgotten, this is a very unusual game and the bosses are not your usual laser-blasting alien fiends, and, to make life even more difficult, you will normally have to face not one, but two guardians on each level! Each boss has its own particular weak point which you must find to pass it, but not all the bosses can actually be killed - instead, you have to avoid them until they get bored and leave!

Level One - The Cat

The Pirate Cat shouldn't prove too testing if you have the lasers or similar weapon. Take out the periscope then go for the eyes!

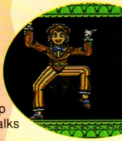


Level One - The Chicken



Another pirate, the chicken chooses to suround himself with loads of little friends. Keep going for the eyes, concentrating all of your efforts on that single area.

Level Two - The Dancing Clown



Unfortunately, this guy is totally invulnerable - the only way to defeat his is to keep on avoiding him until he walks off screen!

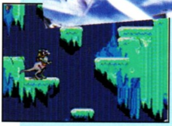
Mark

'Parodius' contains an excellent blend of shoot-'em-up and humour with a multitude of levels and power-ups; this is a title that has outstanding appeal and comes out way ahead of most of the competition in the longevity stakes.

STAR
THE
EMPIRE
STRIKES BACK
WARS

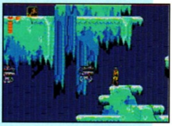
THE EMPIRE STRIKES BACK

Produced by: JVC
Style: Action adventure
Release date: June



Join the likes of Luke Skywalker and his group of inter-galactic adventurers, as they once more take on the likes of the Imperial Starfleet and its merciless leader, Darth Vadar. Having defeated and destroyed the Death Star in the earlier title Star Wars, our intrepid heroes have now established a secret base, on the icy wastes of the planet Hoth! But shortlived is their refuge, as the determined Darth Vadar pursues them relentlessly across the galaxies.

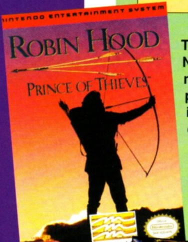
Lucasfilm have done it again, bringing the events and characters of the world famous film to the NES in a colourful and exhilarating game. This covers everything, from searching the icy caverns atop a Tann-tann and battling ATATs in the snow-speeder to exploring a large space complex and training as a Jedi under the watchful eye of Yoda, putting you in total control of the rebel forces.



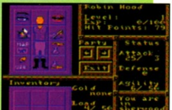
The beauty of the game lies in its variety and challenge. There's platform, shoot-'em-up and adventure all rolled into one, creating an imaginative and impressive title. If you're a fan of the films, this is certainly one to keep an eye out for!

ROBIN HOOD Prince of Thieves

Produced by: Mindscape · Style: Adventure · Release date: May

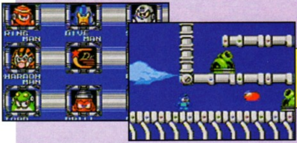

NINTENDO ENTERTAINMENT SYSTEM
ROBIN HOOD
PRINCE OF THIEVES
Nintendo
MINDSCAPE INTERNATIONAL

The legend of Robin Hood is now winging its way to the NES in a stylish version of the new Game Boy title. The man who reputedly stole from the rich and gave to the poor is the unfaltering hero of this very impressive interactive title, which follows the heroic and chivalrous exploits of Robin and his band of merry men.


Robin Hood
Level: 1
Exp: 0/100
Hit Points: 79
Party
Exit
Status
Attack 25/ 3
Defense
Agility 6/ 36
Inventory
Gold none
Load 47 56
Arrows none
You are in Sherwood Forest

Robin must escape from captivity in an Arabian dungeon and return to an England in turmoil. The Sheriff of Nottingham is terrorising the country with his violent regime. The King, Richard the Lionheart, is away fighting in the crusades and in his absence the Sheriff has laid claim to the kingdom. Now as Robin of Locksley, you must set about outwitting the ruthless Sheriff and saving the penniless poor from his rule of terror!

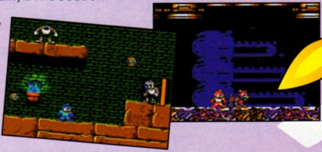
The NES version of Robin Hood is just as good as its Game Boy counterpart, with the castle, horse riding and dungeons scenes, as well as many others, plus the character control system where you arm and protect each of the men in your control.



MEGA MAN 4

Produced by: Capcom
Style: Action
Release date: May

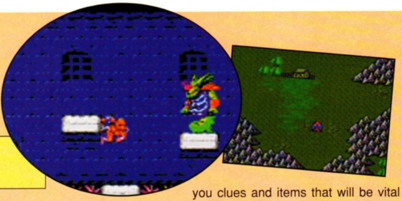
Mega Man is back, yet again, to put a stop to the world threatening plans of a new villain, Dr. Cossack!



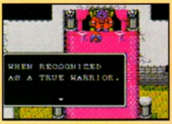
There are eight new levels plus Cossack's stages in Mega Man 4, comprising the likes of Ring Man who shoots a Ring Boomerang, Bright Man with his Flash Stopper and Toad Man, who carries the devastating Rain Flush. As always, Mega Man is able to absorb these powers to use against his foes later on. However, to join this mega-arsenal of weapons, he now also has the all-new Mega Blaster to help him in his never-ending fight against crime! To us, Mega Man looks just as fresh and exciting as it did when the first game hit our shores. With its new powers, hazard, traps and villains, we're sure that you will be as hooked as we have been over the past few weeks! You know where to come for the most comprehensive review of this fabulous sequel!

GARGOYLE'S QUEST II

Produced by: Capcom
Style: Action adventure
Release date: July

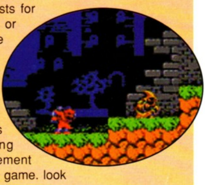


Long ago, Firebrand the Gargoyle set out on a quest through the streets and rooftops of his land in a bid to stop the Black Light from draining the magic from his beloved world of Etruria.



WHEN RECOGNIZED
AS A TRUE WARRIOR.

As Firebrand you must use your wings, claws and sorcery if you want to save your land in this role-playing arcade adventure. You will have to visit many locations and communicate with the inhabitants of the Ghoul Realm who give you clues and items that will be vital to your quest. But that's not all - as in the original Game Boy quest, there are also many different arcade sections in which you have to battle. These may be just simple tests for Firebrand to prove his worth, or they may require a little more from the young Gargoyle, with plenty of hideous and violent monsters to overcome.

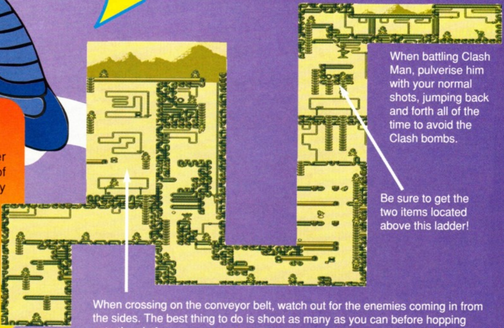


Gargoyle's Quest II continues the story brilliantly, bringing even more colour and excitement to what was already a classic game. look out for the full story soon!

MEGA

Clash Man

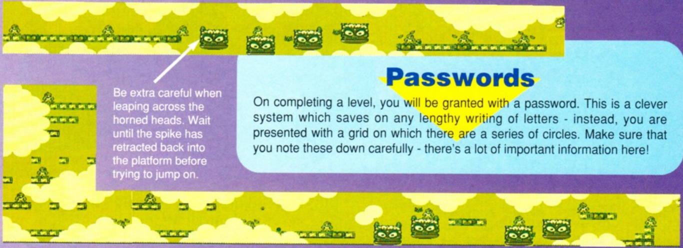
Clash Man features a number of different traps in the form of moving platforms. Not only do you have to jump onto these platforms and travel on them until you reach the ladder, but you also have to fight off various enemies. A few bottomless pits also stand between you and Clash Man.



When battling Clash Man, pulverise him with your normal shots, jumping back and forth all of the time to avoid the Clash bombs.

Be sure to get the two items located above this ladder!

When crossing on the conveyor belt, watch out for the enemies coming in from the sides. The best thing to do is shoot as many as you can before hopping onto the platform.



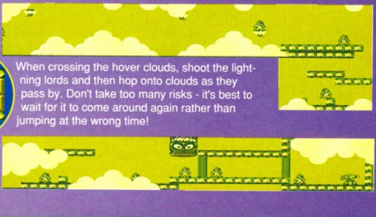
Be extra careful when leaping across the horned heads. Wait until the spike has retracted back into the platform before trying to jump on.

Passwords

On completing a level, you will be granted with a password. This is a clever system which saves on any lengthy writing of letters - instead, you are presented with a grid on which there are a series of circles. Make sure that you note these down carefully - there's a lot of important information here!

Air Man

The Air Man level takes place high in the skies, pitting you against airborne hazards and enemies. When leaping between the floating levels, be sure to jump from the edge of the platform. This goes especially for the precarious hover platforms!



When crossing the hover clouds, shoot the lightning lords and then hop onto clouds as they pass by. Don't take too many risks - it's best to wait for it to come around again rather than jumping at the wrong time!

MAN II

Console: Game Boy • Produced by: Nintendo
Style: Action • Release date: April

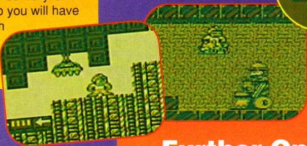
There's more trouble afoot as Dr. Wily once more threatens world peace! This time he's stolen an experimental time machine and skipped off into the future, leaving Mega Man to battle his terrible androids. There's no knowing just what Wily will do when he gets back but you can be sure that he will be twice as dangerous if his robots aren't defeated!

Metal Man

There are plenty of opportunities to get extra power-ups on this level and you will definitely have to collect as many as these as you can! There are some really tough enemies to deal with - those that suddenly sprint at you can be very difficult to destroy - so you will have to approach each new area very carefully!

Wood Man

In the Wood Man level you will face a large variety of enemies, ranging from leaping chickens to carrot firing rabbits! Without the right tactics, Wood Man can prove almost impossible to destroy so study his movements and try to figure out the best weapon to use.



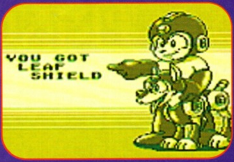
Further On

If you thought that that was that then you were mistaken! A further four robot guardians - Needle Man, Hard Man, Magnet Man and Top Man - stand between you and the diabolical Doctor, as do countless levels full of antagonistic androids, health-risking hazards and terrifying traps. Stopping Dr. Wily will certainly take some doing!

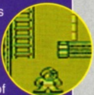
Mark

Another fine Mega Man game! This series is second only to Mario in the playability stakes and, despite similarities to previous game, it should thrill fans, both old and new, for some time to come.

Mega Man and his Dog



Mega Man



Mega Man is the same hero as before, capable of firing some mean bolts as well as being pretty resistant to damage. As in all other Mega Man adventures, he absorbs the power of any vanquished foe, making him even more powerful than before!

Rush

This is the first outing for Rush on the Game Boy yet he is more than capable of helping our superhero through his adventure.

Rush Coil

Rush can turn into a spring to catapult Mega Man up, up and away!

Rush Marine

This turns Rush into a submarine, seeing Mega Man safely through any underwater escapades.

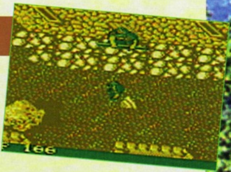
Rush Jet

This turns Rush into a high flying jet.

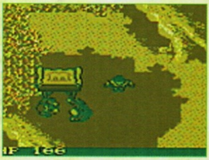
ROBIN HOOD
PRINCE OF THIEVES

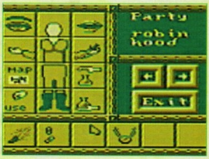
ROBIN HOOD
PRINCE OF THIEVES™

Console: NES • Produced by: Konami
Style: Adventure • Release date: March

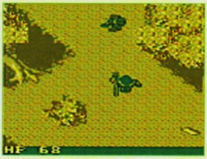


The legend of Robin Hood has captivated millions around the globe since the film started packing the cinemas in 1991; here, Mindscape has taken up the gauntlet by taking the film's storyline and converting it into a great adventure title for the Game Boy!





The year is 1194A.D. and you, Robert of Locksley, are a long way from your native and beloved England. While fighting in the crusades you are captured and find yourself imprisoned in an Arabian dungeon with your friend Peter Dubois. It is here that the adventure begins - you need to escape the dungeons and make it back to merry old England.

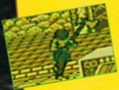


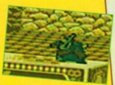
The game is an interactive title, which allows you to search areas and talk to other characters you meet . You must use the information and items you gain to help you complete each chapter of the story. You have a range of skills which will come in extremely useful.

The talk option will give you the clues and information. If you see an object on screen which you would like to use you should select the take option to collect it. Search allows you to look about, and find things that perhaps you can't readily see, while player allows you to check up on the objects in your inventory, and decide whether you want to administer food, or drop items for example.

The whole game is split into several different parts - after you are back in England you need to solve the mystery of your father's death, meet up with Maid Marion, escape the clutches of the evil Sheriff of Nottingham and then join up with the Merry Men and plot the downfall of the Sheriff. The different sections are as diverse as they are entertaining; one minute you are battling out of dank dungeons, the next searching the English countryside for wild boars!

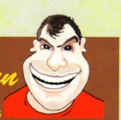
Duelling





No pistols at dawn here, just the clash of steel as you battle it out one-on-one with your opponents. Some battles are carried out one-on-one close up, which are a real test of your courage and mettle. Others are viewed from above as you and your colleagues fight off large hordes of bloodthirsty enemies.

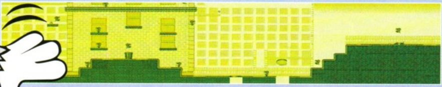
Hayden



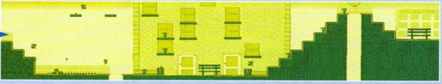
Robin Hood is a varied and exacting adventure. There are so many different scenes to explore and complete and the character development, whereby you have to arm, protect and occasionally feed each character, is a really novel addition.

Level One

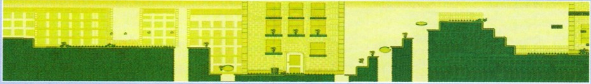
Jerry has to overcome dozens of hazards on the first level and even gets to drive through the streets in a miniature car! It's just a pity that the steering is a bit stiff!



Jump from the edge of the building to reach the heart. Hop in the car but watch out for the spikes below!



Watch out for those spikes! Wait until the manhole cover has shot up and then quickly jump over it when it lands.

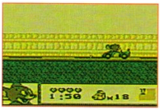


TOM & JERRY™

Console: NES · Produced by: Hi-Tech
Style: Action · Release date: April

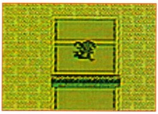
The world's most celebrated cat and mouse duo are here to thrill you on the Game Boy! You can now play an active role in the slapstick action which occurs whenever these two get together!

Tom and Jerry will probably never settle their differences - thing's wouldn't be half as exciting if they did! Tom is always hot on Jerry's tail yet Jerry always has something up his sleeve to cause hilarious mayhem.



The game finds Jerry searching for the young Tuffy and making his way through some great platform levels. He must tap into mouse-like abilities to help him collect all the cheese he'll ever need!

However Tom is out there somewhere lying in wait for the unsuspecting rodent. Jerry really will have his work cut out as he scurries about among the spikes and flying manhole covers of the street, through the water fountains in the park and onto more tricky terrain.



There are certain items that Jerry can pick up, including soda for extra energy, bombs to throw at Tom, clocks for extra time and hearts for, well, hearts! He will certainly need all of the help that he can get if he can get through the park, rooftops, and the lounge. There are a total of ten levels, each with plenty of rat traps to keep the rodent side of this cat-and-mouse chase very busy!

Everything in this miniature cartoon world can be either useful or dangerous - jump on to an armchair and you will be sent skywards, creep into a drain pipe and you can scale the inside safely to the roof.

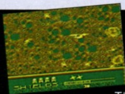
However, Tom lurks in every nook and cranny, waiting in everything from chimneys to oil drums to try to ambush the heroic mouse!

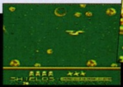
Hayden

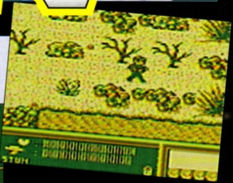
This is a very comprehensive platform game with plenty going on at all times! There's a password system to allow you to return to the game later as well as ten madcap levels that capture the mood of the cartoons brilliantly!

STAR TREK

Console: Game Boy
Produced by: Konami
Style: Action / Adventure
Release date: April







ULTRA GAMES
PRESENTS
STAR TREK®
©1991 KONAMI CO. LTD
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Space - the final frontier! These are the voyages of the hand-held Game Boy, its continuing mission to expand the barriers of portable entertainment!

Captain James T Kirk must 'boldly go where no man has gone before' with your help, of course! He must guide the Enterprise and its crew on what must be their most dangerous mission yet, encountering asteroid fields, space amoeba and even Klingon battle cruisers, all of which must be overcome if he is to complete his mission to retrieve the doomsday machine.

This contraption could mean theend of life as we know it....Star Trek presents you with a wide variety of playing styles ranging from arcade shoot-'em-'up to strategy and even a generous sprinkling of action/adventure when you beam members of your crew onto planet surfaces to search for missing machine parts.

The first part of each mission involves negotiating your way past the asteroids, space amoeba, Klingon battle ships and magnetic pull of small planets. You need to decide on the power of your phasers, shields and speed - you only have a limited amount of power to distribute so choose wisely!

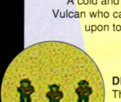
When you have made it to a planet surface you must use your sensors to discover lost machine parts but watch out for alien life forms and plants which threaten to pulverise or poison you and your crew members - set your phasers to stun to make sure that you don't antagonise them too much, though! Both Spock and McCoy will join you on your planetary expeditions, and you can keep in touch via hand held receivers, but at the end of it all, it's down to you to lead them to the machinery and safety!

Star Trek covers every area of the cult TV series, giving you arcade action and strategy all rolled into one. Even the original theme tune is included!

PLANET BOUND

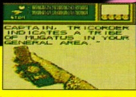
When you beam down to a planet, you will have to search the surface for the machine parts as well as avoiding the many mutations that roam the surface. You will have two crew members with you - Spock and McCoy - who will give you information about the planet and it's habitat.

MR SPOCK:
A cold and calculating Vulcan who can be relied upon to cope under pressure.



DR 'BONES' McCOY:
The medical officer of your crew who believes preservation of any life form to be of paramount importance.

CAPTAIN JAMES T. KIRK:
A cool and dependable commander and all round nice guy!



CAPTAIN, TRICORDER INDICATES A TRIBE OF MUGATUS IN YOUR GENERAL AREA. -

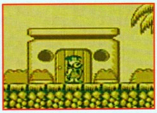
Mark

Star Trek recreates the atmosphere and feel of the original TV series very well, offering both action and adventure. It can take a while to get through the Enterprise sequences, yet, once you reach the planets, you can really get going!

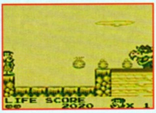
THE FLINTSTONES

Console: Game Boy • Produced by: Taito
Style: Action • Release date: T.B.A.

Down in the stone-age town of Bedrock, the world's most famous prehistoric family are set for some great cartoon action, in this, their debut on the hand-held venue of the Game Boy.



Fred, Wilma, Barney and Betty all appear, but, as usual, it is the inimitable Fred Flintstone who takes centre stage, and journeys through seven levels of rockin' action. Fred uncovers a treasure map, and is delighted as the treasure will make the perfect present for Wilma, on their anniversary. So the courageous and determined Fred sets out to follow the map, and grab the loot!

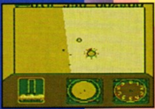


Armed only with a pocketful of hammers Fred will need to leap his way through a selection of platform levels, as well as taking the controls of the flintmobile to career through some beast-filled driving levels. When Fred finds the Leap-a-saurus he can hitch a ride on its back, meaning he can jump higher!

Will Fred find the treasure, or will Wilma keep him in the dog-house for failing to get her an anniversary present? Bedrock waits with baited breath to see if you can maintain marital harmony in the Flintstone household!

TOP GUN 2 - Guts and Glory

Console: Game Boy • Produced by: Konami
Style: Action • Release date: T.B.A.



TOP GUN
GUTS & GLORY
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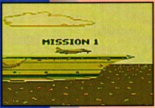
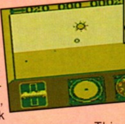
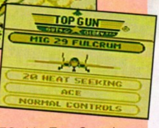
LICENSED BY

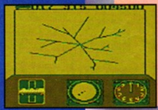
Your F-14 Tomcat waits on the deck of the carrier, ready for your next mission. Once you've carried out your pre-flight checks, it's chocks away, and you're off into the clouds for a dog-fight or two!







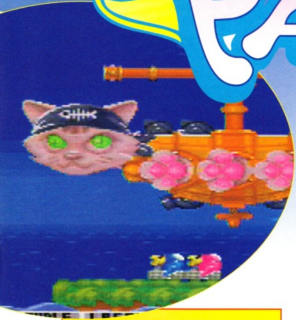
You are the pilot charged with the huge responsibility of engaging the enemy planes, and with a bit of luck and a lot of pin-point skills you should be able to blast them out of the skies, and return safely to base. Promotion and medals are in the offing, and if you can successfully complete each mission you will be decorated for your bravery and skill.

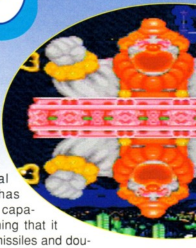


This follow-up to the NES title Top Gun, is absolutely crammed with high-speed and hair-raising action as you try to get the jump on your opponents, and your target sights locked on. If fight simulations and blasting action are your thing, then you'll find that this will really get the blood rushing.

Console: SNES • Produced by: Konami
Style: Shoot-'em-up • Release date: March

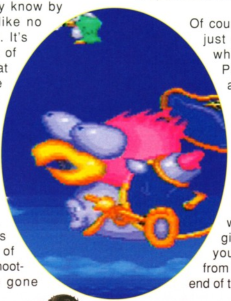
PARODIUS





The wacky world of Parodius now completes a full sweep across the board of Nintendo consoles, with the SNES version being just as big, bright and beautiful as it's 8-Bit counterparts!

As you all probably know by now, Parodius is like no other shoot-'em-up. It's got the craziest set of selectable ships that you will ever come across, while the aliens and level settings supersede even those in terms of being completely OTT and diverse! From the dancing girls to the grinning clowns, this really does resemble a parody of all of those arcade shoot-'em-ups that have gone before!



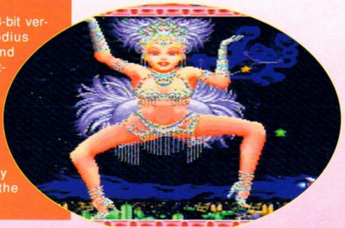
There are different power-ups for each of the four different ships. The normal space ship has Gradius-like capabilities, meaning that it fires lasers, missiles and double shots, while the Twin Bee shoots a unique double-fisted attack.

Of course, the levels are just as warped as the whole concept of Parodius. Your adventures begin in the a relatively serene space setting then move on to a floating wreck, complete with pirates, to a clown-infested galactic skirmish, in which that dancing girl tries to ambush you and prevent you from reaching even the end of the second stage!

As in the other versions, there are not one but two guardians to each level. From the Pirate Chickens to the Cat-faced ships, these are as challenging as they are weird!

Hayden

Just as in the other 8-bit versions, SNES Parodius offers a playable and often humorous shoot-'em-up that is as varied as it is fun! The four different ships add diversity, while the sheer volume of levels mean that you won't have to worry about completing the game quickly.

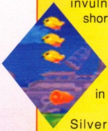


The Bells!

Parodius features two ways of collecting power-ups - you can collect and select in the normal way, that of collecting power-ups until your desired power is highlighted at the foot of the screen, while you will also come across bells, which, when shot, will alter colour. Depending on that colour, you will be rewarded in the following way:

Yellow - 500 points

Green - Your ship will expand and become invulnerable for a short while.



Red - Gives you three force shields that you can fire out in front of you.

Silver - A neat bell which gives you a megablaster which you can use to deafen and defeat all that stands in your path!

Blue - Basically destroys everything on screen!

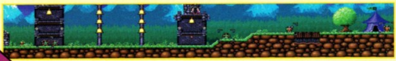
KING ARTHUR'S WORLD

Training Arthur's Armies

Just starting off in King Arthur's World takes both courage and skill!You need to get to grips with the whole concept of moving and manipulating more than one group of forces at any one time, slimming from one part of the level to another so that you can keep an eye on the progress of the different troops. The first level, while being simple in comparison to some of the later skirmishes, requires control of both Archers, who you mut use to clear a path as well as Arthur himself, who needs to make it to the treasure on the far left to complete the level.

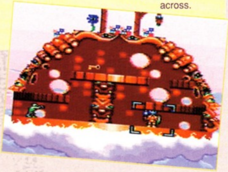
Use various angles to shoot the arrows at the bells as well as the soldiers in the fortresses.

TRAINING LEVEL ONE



When you reach the left hand building be sure to take out the bottom guy otherwise he may spill burning oil on the passing King!

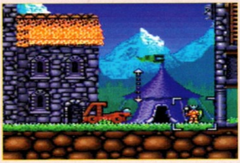
Take care when crossing the bridge - halt the Archers until it starts re-forming then scarper across.



Console: SNES •
Produced by: Jaleco
Style: Strategy •
Release date: May

King Arthur has plunged to the depths of royal despair, he's got a crusade to fight and as yet he's got no-one to help him! That's where you come in - you have to help him build up an army, train the men and lead them and King Arthur successfully through various missions, all of which will challenge his physical and strategic powers!

To start with, you have to complete the small tasks that King Arthur has set his soldiers, engineers and wizards. This is strategy at its very best, requiring you to utilise the skills of all your loyal servants to negotiate a medieval maze of levels.



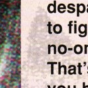
In many ways this is similar to 'Lemmings' in that you must use your forces' different talents to create a safe passage for the mighty King Arthur. You'll have to deal with a great range of hazards which hinder your progress: burning oil, stones, trapdoors, dragons and even ogre-powered steam hammers all of which make your journey more precarious and demanding!

When you start the game, you will be given the chance to get to grips with the controls and the nature of the gameplay as there are training levels to ease you into the game. But once you've completed those, you're into the thick of the action as you take on the castles, caverns and Cloud World.

There are a total of thirty levels, each one carefully created to test you to the extreme. The different tasks, ranging from collecting treasure to defeating large armies, all require different techniques if you are to win the day for Arthur and co.!

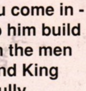
Arthur's Army

Knights: The knights are your warriors, your front-line forces in any skirmish.

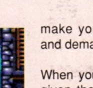


Archers: The archers are invaluable, being effective at various distances and angles.

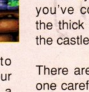
Engineers: The engineers will always provide a solution to certain access problems!



Barrelman: The gunpowder specialist will blast his way through obstructions.



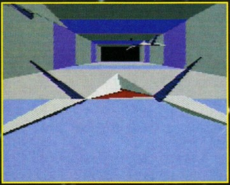
Soldiers: The shield-men can block the enemy with their defensive skills.



Wizards: There are two wizards, both of whom have incredible powers. Use them wisely - some of their spells can have detrimental side effects!

Hayden

King Arthur's World is full of many different extras - there's dolby sound for extra sound quality, a facility to use the mouse for greater control and a novel password system which makes returning to a level very quick and easy. Most of all, though, it's a very playable and enjoyable strategic adventure which offers days, weeks, even months of gameplay!



STAR

The peaceful planet of Corneria is under attack from the evil Andross; the high command of Corneria decide the only way to defeat Andross is to launch an attack on their home planet of Venom!

The Cornerians choose to send their most outstanding and accomplished team of pilots on this deadly mission, one that will see them having to fight their way through asteroid fields, meteors and even a space armada before they reach their final target of Venom.

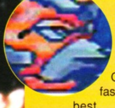
STAGE-
PS CHEC

THE BASICS

'Starwing' is the first of the new generation of Nintendo games, so strap yourself in and prepare for the ride of a lifetime. Get ready to experience being hurled through a high speed polygonal world that is populated by spacecraft of all shapes and sizes, not forgetting the huge robots that plod around the landscape repairing the cities that you have just destroyed. You must guide your craft through this fast moving 3-D world destroying buildings, avoiding asteroids and even taking on huge battle cruisers, which in some cases may even mean flying inside them and travelling through their narrow danger-filled passageways in your attempts to demolish them. As if this isn't enough, you must also keep watch on the rest of your pilots and help them out if they get into any difficulty with the enemy.

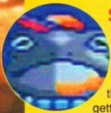
MEET THE GUYS

The Starwing team are not your usual bunch of battle hungry starfighter pilots. Your fellow pilots are in fact a toad, a hawk and a rabbit and if you think that's strange, you are a fox! Each has their own personality and characteristics which can aid you throughout your mission.



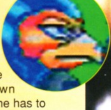
FOX McCLOUD

The hero and main pilot of the game, Fox is the best pilot on Corneria with the fastest reactions and the best flying record in the whole starfighter academy.



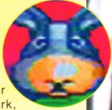
SLIPPY TOAD

Slippy is an excitable young pilot who loves to get in the thick of the battle, although this tends to lead to him getting himself into a lot of awkward positions from which he will need rescuing.



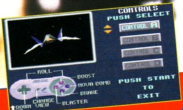
FALCO LOMBARDI

The real loner of the squadron, Falco believes he would be able to complete the whole mission on his own and dislikes the fact that he has to fly with what he believes are inferior pilots.



PEPPY HARE

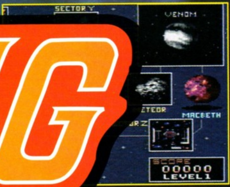
Peppy is a more laid back pilot who does not take too many risks and prefers to let the other pilots do all the work, although he can always be relied upon to help out when it really counts.



BEGINNERS APPLY HERE

Don't worry if you've never flown Starwing before. You can go into a training option that will take you through many of the basic manoeuvres you will need to survive your mission. You will be tested on your flight skills by having to fly through the various rings and by learning formation flying, you will also be given some vital target practice.

WING™



Console: SNES •
Produced by: Nintendo
Style: Action •
Release date: May

POWER AND GLORY

Your starfighter, although looking like a state-of-the-art racing machine, packs a real punch beneath its highly manoeuvrable exterior. There are two different views during play, that of cockpit view and behind-craft view - you automatically view the action from behind on surface skirmishes, while the choice is yours in the space conflicts.

NOVA BOMB

A mini nuclear missile that will destroy everything on screen when launched; it comes in handy against the many end of level bosses.

BLASTERS

The weapon you will find yourself using the most, you can gain twice the fire power by hunting down the twin blaster power-up on each level.

BOOST

A very handy little turbo boost option that can be vital in zooming you out of sticky situations.

THE SUPER FX CHIP

The whole of the Starwing world is made up of polygonal graphics. For the first time on the SNES, the whole 3-D environment is able to be moved and controlled a whole lot faster and smoother than ever before. This is because of the inclusion of the new Super FX chip which has taken around two years to develop. The chip allows the faster use of 3-D sprites and their handling and rotation make for a much slicker and faster game all round. The Super FX will be used in many more games to come due to its ability to be able to handle true coin-op quality graphics.

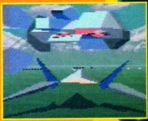
Marc

This Super FX chip really is something - never before have console graphics looked so stunning, smooth and realistic. As a game, Starwing is one of the most breathtaking that I have ever come across - definitely a game that should not be missed!

THE MISSIONS

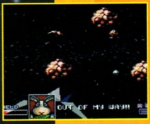
CORNERIA

You must leave your home base of Corneria by negotiating the many skyscrapers and archways in a bid to reach the further missions. It's a swift introduction to low-level high-risk flying and you will also need to get to grips with the concept of banking (no, not with the Nat West!) if you are to survive the crashing towers and condensed buildings of this city!



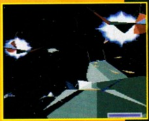
ASTEROID FIELDS

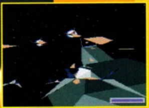
As if trying to fight the many Androssion fighters was not enough, you will also have to pick your way through the deadly asteroids that come spinning at you. The main thing to remember is that you can blast your way through the brown asteroids - all of the others have to be avoided.



SPACE ARMADA

This is where things start to get really tough! You have to make an assault on the Andross Armada which will mean that you will have to deal with an array of smaller craft, all of which are out to destroy you, before you can reach the larger crafts.





METEOR

Those who are skilful enough to survive the Space Armada will have to face the battle base that is secreted on the meteor. You will have to take on giant walking droids while attempting to negotiate deadly rock-lined canyons of the meteor.

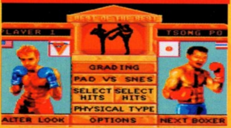
This covers just the first of the three routes to Venom - the others are even more difficult and demanding, although not quite as tough as Venom himself!

BEST OF THE BEST

“S “Seconds out!” Come out fighting as you are plunged into the brutal world of kickboxing, an ancient martial art of bruising consequences!

You are an up-and-coming kickboxer determined to climb the ranks and claim the world crown as your prize. Starting at the bottom, you must work your way up to the dizzy height of world supremacy. As you gain more experience and gradually improve your techniques, you will blossom into a more complete fighter.

Console: NES
Produced by: Konami
Style: Adventure
Release date: March



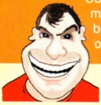
Courage and commitment are all very well but in this game, no-one's going to do you any favours. Determination won't necessarily win you fights, so to become a force to be reckoned with you will have to put in some hard work in the gym. Every moment you spend training will pay dividends in the ring!

There are numerous fighters in Best Of The Best, each with their own particular abilities. If you are going to get anywhere in this world you will need to fight someone a little better than you so that, once you have beaten him, you can claim a further belt or trophy and move on to an even tougher 'boxer!

There are a total of fourteen attacks available to you in the ring as well as the usual left/right and block features. Some of these moves are quite devastating - just look at the variety and effectiveness of the roundhouses, punches, uppercuts and high kicks to see what we mean! There are, in fact, fifty two actual moves that you can choose from on a separate screen. You can even alter your selection for each bout!

If you are particularly successful, you will be offered the chance to fight in a Kumate where only the strongest and most able kickboxers await. This is a real chance for fame and fortune, or, if luck doesn't go your way, pain and humiliation!

There are quite a few novel features in Best Of The Best; you can alter your fighter's looks, your energy is displayed in the form of the lights around the rings, you can name your character and even access a password system so that you can resume your career later!

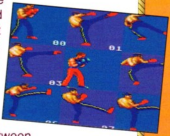


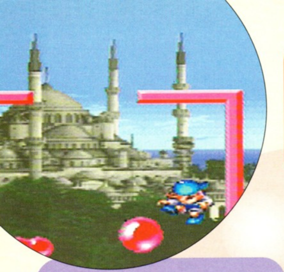
Hayden

The action in Best Of The Best is anything but dull, if only for the huge number of moves and the way that you can plot your course through the various opponents. The gym feature, too, is very well done, especially the reflexes section which really is all about your own timing and response rate!

Sweat It Out!

If you are to succeed in the world of kickboxing you have to be prepared to sweat it out in the gym. You can improve three of your ratings - Resistance, Strength and Reflexes. Your ability to take the punishment dished out to you is obviously crucial, building up your resistance is an essential way of ensuring you stay on your feet. The stronger you are, the greater effect your blows will have on your opponent, and the better your chances of defeating him in a flurry of feet and fists. Also, slight of hand and speed of limb could be the difference between you being just another fighter or one at the top of the tree. Your opponents will have a range of blocking moves but if you're fast, they won't get a chance to use them.





Pang Power-Ups

Although you start out with a harpoon gun, you will be able to collect new weapons and items. Depending on which level you're playing, various items will become available to help you in your quest.

Another arcade classic comes home in a highly successful, and, more importantly, playable version of 'Pang'.

The whole concept of Super Pang is very straightforward yet fiendishly addictive. The world is under attack from mysterious bubbles, and you must scurry about each area, shooting the menacing bubbles which will then split into two - only when the bubble has reached its smallest point can you finally destroy it. Of course, the more that you shoot larger bubbles, the more smaller ones appear on screen, generally resulting in absolute mayhem!

Initially, you are armed with a small hook which you can use to burst the different bubbles. During play, though, you can pick up other items that will help you travel from one area to the next. Each area is beautifully created with some famous scenes being interspersed with the deserts and cities!

There are two types of gameplay for you to enjoy. One is the panic mode, where with harpoon gun in hand you set off for 99 levels of furious bubble-popping action. The other option is the tour mode which will whisk you off to far off lands all around the world to do bubble battle. The different on-screen structures go to make your task all the more challenging and exciting.

You can't keep a good game down and 'Super Pang' will have you popping along with its array of bubble-laden levels. Although you visit some wonderful places in far flung locations, unfortunately you won't have any time for sightseeing.

Tour Mode

Double harpoon gun:
Twice as effective as the single shot.

Grappling hook:
Connects with the ceiling, creating a barrier on screen.

Machine gun:
An extremely useful rapid fire weapon.

Shield:
Protects you for one hit.

Hour glass:
Slows the bubbles down briefly.

Clock:
Freezes the bubbles temporarily.

Dynamite:
Pops all bubbles to their smallest form.

Shoes:
Come in very handy for keeping your footing on the icy levels.

Food:
Extra points and maybe an extra game.

Glowing bubbles:
Freeze the bubbles for a few seconds

Green clock:
Glaciates the bubbles for a certain amount of time.

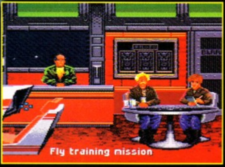
Orange star:
Pops all bubbles on screen.

SUPER PANG

Hayden

'Super Pang' is based on an extremely simple idea, yet it's so enjoyable to play. The action comes thick and fast, and, despite its straightforward concept, it is totally compulsive!

Console: NES • Produced by: Konami
Style: Adventure • Release date: March



WING COMMANDER

Console: SNES • Produced by: Mindscape
Style: Space Adventure • Release date: May

Get ready for an adrenalin-filled flight through space where space stations are considered home and interplanetary search-and-destroy missions a part of every-day life! As a rookie pilot, you have to deal with increasingly demanding missions and help to protect your colleagues, transport ships and even Earth itself from the evil Kilrathi race!

'Wing Commander' puts you into a flight simulator situation with enough arcade overtones to appeal to everyone. However don't think you will have to complete these missions on your own - you will be part of a wing of experienced pilots all with their own personalities and abilities. This means that you always fly with a wingman or woman who will help you out in a tight spot.

Cinematic style interludes update the story continually giving a real sense of actually 'living the game' instead of just merely playing it. They are an integral part of this awesome title, so impressive in fact that on occasion you just sit back and watch.

Wing Commander is a great departure from other games, not only in its look but also in the way that it plays. It has great depth with its various missions, extra ships and on-going storyline. You need to talk to people in the officers' area to gain valuable information, attend briefings for new missions, and basically play the role of the pilot rather than just executing the different missions.

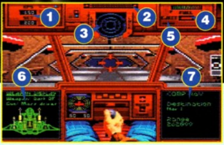
So, if you are looking to get lost in deepest, darkest space with just a few Kilrathi aliens for company then you can't beat Wing Commander!

Marc

Wing Commander has it all - intriguing adventure, important strategy and the best 3-D action this side of Starwing! The intermediate screens are a great idea, especially as you can converse with other pilots, gaining extra tips by doing so.

Mission Impossible?

In Wing Commander, there are no set missions as such - instead, you are set different missions depending on the galaxy that the Tiger's Claw, your mother ship, is in. These range from Defend, where you have to guard a ship or base, to Strike, in which you have to launch a strike attack against an enemy position. If you are successful, you can return for either a medal ceremony or, if you weren't so successful, a reprimand or even a funeral! There are a number of missions to complete per galaxy, yet, since the missions are set at random, each game that you play will be different!



At Your Fingertips

1 - KPS: This box at the top left of the cockpit is basically your speedometer and using your set box, you can control your rate of travel through the zones.

2 - LASER TEMPERATURE: The readout at the top centre of the screen is your blaster efficiency, the lower the readout the less efficient your weapon.

3 - RADAR: Fairly self explanatory, it shows enemy ships, navigation points and base-ships.

4 - FUEL GUAGE: Situated at the top right of your cockpit.

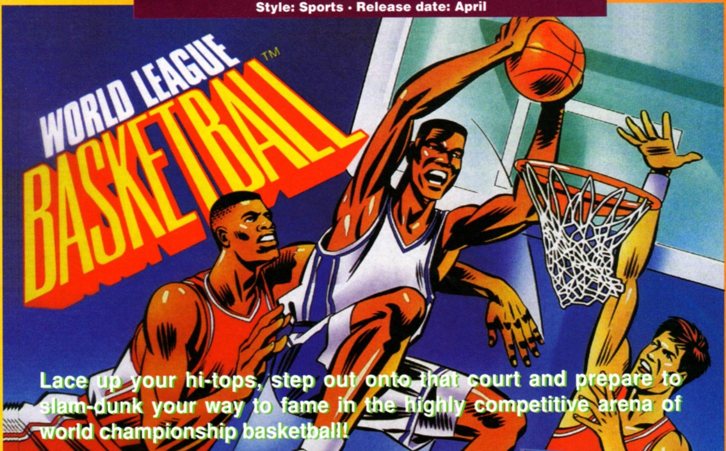
5 - EJECT READOUT: Positioned under the fuel gauge, this reacts when your ship is so badly damaged there is no other option.

6 - WEAPONS DISPLAY: The bottom left of the screen shows the current status of your weapons, including damage to guns and the amount of missiles on board.

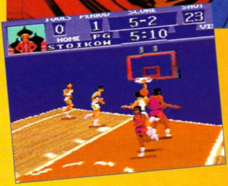
The bottom right of your cockpit is the most important as this shows your navigation, destination and range. It also shows your target's damage during dog fights and houses your communications screen for incoming and out going messages.

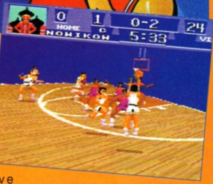
KPS 2400
BLASTER
CRUISE 82
LOCK

Console: SNES · Produced by: Nintendo
Style: Sports · Release date: April



Lace up your hi-tops, step out onto that court and prepare to slam-dunk your way to fame in the highly competitive arena of world championship basketball!





If you believe that after a few exhibition matches you've got what it would take to make your team the best of the best, then you may well be in for a shocking experience when you come up against the highly trained athletes of the world teams! It's going to take speed, stamina, tactical planning and a whole lot of luck before you even dream of climbing to the heady heights of world league champions.

Included in the various teams from around the world that will challenge you for the title are entrants from both mainland America and South America. If the American connection is not to your taste and you prefer a more European or Eastern bloc flavour then you can choose from all over Europe, and for what is probably the first time in any game, even from teams from the recently formed CIS.

Not only is the wide range of teams outstanding, the actual way the game is played is also innovative, replacing the usual bird's-eye/side-on-view with a very fast panning camera-type perspective set at the same level as the player's point of view. This fast moving view makes excellent use of the Super's mode 7 scaling capabilities with what is a very smooth and quickly rotating court. This means that, at times, it is very 'dizzying' to play and increases the sense of reality so much that you soon find yourself looking over your own shoulder just to make sure that there isn't an opposing player coming up behind you.

But the game is not all about teams and clever views. To win a match you will have to use both offensive and defensive tactics to achieve your aims. You will have to select whether to mark the opposition's star player or whether to go for one-on-one marking to stop them scoring. Alternatively, you can choose to spread your men around the goal area to give more chances at shooting for a basket, the choice as they say is yours.

As with all sports there are rules you must adhere to, yet, even if you do not know the rules of basketball, the game makes them very easy to understand and you'll soon find yourself coping with the various penalties.

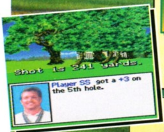
STATS AND SQUADS

All American sports tend to feature a great number of statistics and player rosters and World League Basketball is no exception. Each team has a full squad, full of defense and offense specialists, with statistics listing the strengths and weaknesses of each player. Just a quick look will tell you exactly how good your squad is, meaning that you can set out your players and tactics the most beneficial way possible.

Marc

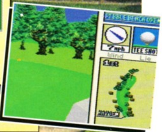
An outstanding sports sim that brings a refreshingly new viewpoint to basketball games. It's pretty fast, looks amazingly realistic and covers every aspect of basketball, right down to European teams!

ROUND UP


Shot is 241 yards.

Player SS got a +3 on the 5th hole.

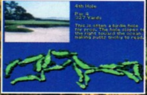
PEBBLE BEACH GOLF LINKS



Produced By: T&E Soft
Style: Sport Release Date: April

'Pebble Beach' sets the pace for golf sims by introducing new depths of realism to the game through the new polysys graphics!

On top of this, hardly any two rounds are the same: in one you may break the course record but in the next, you could have real trouble in making each par in single figures. The tide of fortune ebbs and flows throughout the game.


4th Hole

Par 4
327 Yards

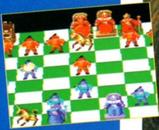
This is often a birdie hole for pros. The hole slopes t the right toward the ocean, making putts tricky to read.

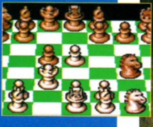
A wide variety of play options are included in this outstanding title; amongst them is a skins game where you can bet on each hole. After some practice, you will soon learn to raise your bet on the holes which you are good at. There is also a matchplay option in which you can play a friend or the computer and give them a handicap if they are more skilled than you. Automatic club selection makes the game a lot easier for the novice player, but this can be overidden for the more experienced golfer to select his own clubs. With a full range of woods, irons and wedges you can be sure that whichever of the digitized caddies you choose, you will always have the clubs to match their advice and nine times out of ten, select the perfect club for the hole.

The views you see and the caddies you pick are all based on reality and the course actually exists in Pebble Beach, California; all the caddies actually work on the course. The programmers have made an excellent job of digitizing the whole course and creating the sense of realism.

CHESSMASTER

Produced by: Mindscape
Style: Strategy
Release date: May





That ancient game of thought and strategy, chess has been brought into the 16-bit age with the release of 'Chessmaster' on the Super Nintendo.

An excellent 3-D board and pieces set the scene for what is probably the most comprehensive chess game around. There is simply so much to the game - you can even switch from the traditional set of pieces to a fantasy set, complete with foot soldiers and unicorns!

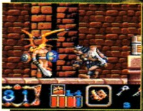
The variety of playing levels is outstanding, starting with a tutorial mode for novices which will take you through the game step by step. For the more experienced player there are another sixteen levels of difficulty including an infinity level where the computer will learn from your moves and log them in to aid its play against you.

There are other various options including an auto play feature where the computer will play itself which is invaluable for beginners wishing to learn winning strategies. There is even an action replay option, board set-up feature and hint modes as well as every conceivable rule so that, whether you're just beginning or think that you are the next Nigel Short, you will be transfixed for months to come!

MAGIC SWORD

Produced by: Capcom
Style: Action
Release date: April

The Black Orb has been unleashed from its resting place and the Kingdom of Zar is under attack from hordes of dark and deadly fiends! In yet another excellent offering from Capcom, you must guide your muscular Barbarian through 40 levels crammed full of wizards, zombies, thieves and dragons in an attempt to stop the evil power of the Black Orb.

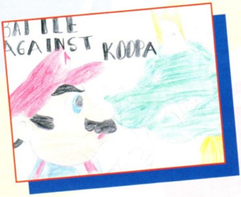


Don't worry, this is not a solo quest. During your travels you must release many of your friends, including a crossbow-firing Amazon and even a Lizardman who has to be bribed with a diamond ring to become your ally. Each level is set in Drockmar Keep where you must fight your way to the top floor while avoiding ice dragons and fire pits, and battling the many evil-doers that stand in your way.

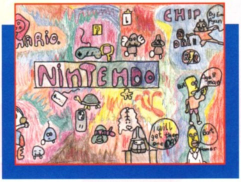
Huge levels, beautifully detailed characters and backdrops make this side scrolling arcade conversion not only awesome to play, but astounding to look at as well.

Impressions...

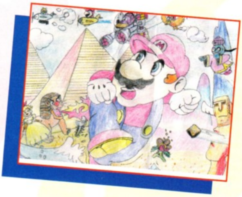
Everyday at Club Nintendo, we are receiving more and more of your fabulous drawings and illustrations. Keep them coming - they really brighten up the office walls, and, you never know, yours may be picked to appear in the magazine!



Calvin, Manchester



Emma Ryan, Ireland

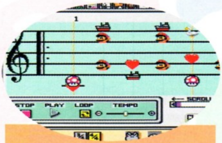


Ian Fox, Derbyshire

MARIOPAINT

Console: SNES · Produced by: Nintendo · Style: Art Package · Release date: Out Now

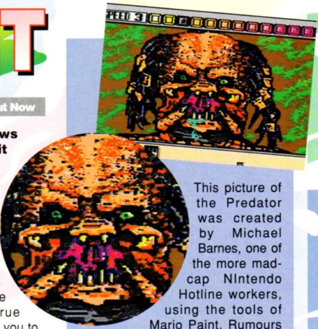
You've all heard about Mario Paint from the various rave reviews printed elsewhere, but did you know just how versatile a tool it is? Here's some of the things that we have put together at Club Nintendo just to give you an idea of the power that the package offers - all you need is your imagination!



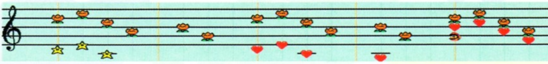
Scott Joplin would be proud! During a coffee break (of which we have few), Mark 'the Ed' Smith put this composition of the Entertainer together. Two painsteaking, memory searching hours later and the first five bars had been created! Using the hearts allows you to jump down an octave while the stars give the notes a higher pitch, basically meaning that you cover numerous pitches of notes. Any tune can be put together with a little thought - just grab some sheet music, copy the melody and then add a bass line (as we've done) by using the root of the chord above the music. You never know, this may be the start of a flourishing musical career!

From Mario to music, this package has it all. You can create animations, colourful works of art, even your own musical compositions. Design is aided by the inclusion of the special Mouse, which, in true Personal Computer style, allows you to skim around the screen, selecting various icons for different pencil thickness, colour, paint type or even sprays at will. You can save your designs to a battery-back up in the cart, or, alternatively, record them onto your video so that you can impress your friends later!

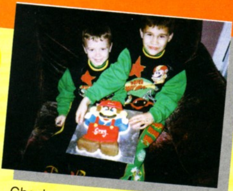
If you have managed to put together an illustration that you are really proud of and want to share with the rest of the world then send a photo in to Impressions, Club Nintendo, PO Box 42, Eastleigh, Hants, SO5 5XZ and we may just print it!



This picture of the Predator was created by Michael Barnes, one of the more mad-cap NIntendo Hotline workers, using the tools of Mario Paint. Rumours about it being a caricature of our very own Consumer Services Manager, Jayne Shipperley (on a good day) are totally unfounded!



PLAYERS FORUM



Check out that Mario cake! This is a picture of Greg and Liam Peterson on Greg's seventh birthday. They ovbviously had a great time!

Oliver Durrant recently put together his own magazine, The Daily SNES, which was the first magazine to report the case of Sonic the Hegdehog being jailed for assaulting Mario (quite right too!). He also writes about his favourite recipes in Yoshi's Cookbook and even gets an exclusive interview with Luigi in which the famous plumber tells all about his brother! Well done Oliver - we're looking forward to the second issue!

SUPER MARIO WORLD

Pam Edwards, a regular caller to the Nintendo Hotline, recently appeared in a national newspaper after clobbering Bowser. Pam is actually retired yet doesn't find it too difficult filling up her days, playing everything from Zelda to Prince Of Persia. Thanks for the photo Pam!

PLAYER'S PROFILE

Name: Luke Evans
Age: 8
Favourite Games: Duck Tales, SMB 3 and Double Dragon III.
Best Score: Finished Duck Tales in 4 days.
Hobbies: Drawing and playing the NES
Ambitions: To become a pilot

Players TOP TEN

STOP
PLAY
LOOP
TEMPO

THE LEGEND OF
ZELDA
A LINK TO THE PAST
©1991,1992 Nintendo

SUPER MARIO LAND
6 Golden Coins
2
©1992 Nintendo

TINY TOON
Adventures
© 1992 KONAMI
CENSED BY NINTEN
PUSH START

SUPER NES

1. **Super Mario Kart**
2. **Zelda: Link To The Past**
3. **Mario Paint**
4. **Streetfighter II**
5. **Super Mario World**
6. **Super Soccer**
7. **Pilot Wings**
8. **Super Tennis**
9. **Prince Of Persia**
10. **Super Ghouls & Ghosts**

GAME BOY

1. **Super Mario Land 2**
2. **Tiny Toons**
3. **Super Mario Land**
4. **Mario & Yoshi**
5. **Mickey Mouse**
6. **Prince Of Persia**
7. **Battletoads**
8. **Golf**
9. **Addams Family**
10. **WWF**

PRINCE of PERSIA
PROGRAMMED BY ED MAGNIN & MATT FROM

NES

1. **Super Mario Bros. 3**
2. **Tiny Toons**
3. **Mario & Yoshi**
4. **Open Golf Tournament**
5. **Rescue Rangers**
6. **Hyper Soccer**
7. **Talespin**
8. **Tom & Jerry**
9. **Lemmings**
10. **WWF**

TOM AND JERRY
(and Tuffy)

COMPETITION WINNER

Dear Club Nintendo,

Thank you for the game "Cobra Triangle" that I won in your competition, which I really enjoy!
Here is a picture of me with the game.

Mark Hazell (Staines)

P.S. I really like the Club Nintendo magazines especially the tips and tricks.

COBRA TRIANGLE
Nintendo
NES VERSION

COMPETITION time!

If you can answer the following question; you could be one of the lucky winners of a fabulous Super Nintendo Entertainment System or a Game Boy as a runner up prize.

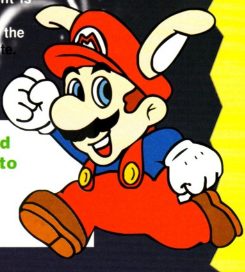
All you have to do is answer the question below; and then call the Nintendo Consumer Services Department on 0703 651010 who will take your name, address and membership number.

The last call will be taken at 5.00pm, Friday 30th April. You must have the permission of the person who pays the telephone bill before calling. All calls are charged at normal STD Rate; and will, where possible, be kept to under 1 minute.

The Nintendo Consumer Services Department is open Monday-Friday between 9am and 5pm.

The prizes will be despatched Special Carrier for delivery to the winner and runner up soon after the competition completion date.

The Question is:-



Who will be playing Mario in the hollywood blockbuster film, which will be zooming into your cinema in the summer?

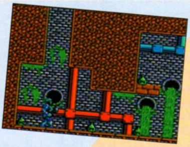
- **a) Tom Cruise**
- **b) Danny Devito**
- **c) Bob Hoskins**
- **d) Dustin Hoffman**

COMPETITION RULES

Competition open to all Club Nintendo members except for employees of Nintendo UK Entertainment Ltd, including their families, and other companies involved in this promotion, including their families.
All correct telephone entries will be placed in a sack and the winner and runner up will be drawn from the correct entries.
The Judges decision is final. Proof of a call will not be accepted as a proof of entry. No cash alternatives to prizes. No correspondence. can be entered into.
No purchase necessary.
Closing date: Friday 30th April 1993, last call 5pm.
The prizes will be despatched Special Carrier for delivery to the winners soon after the competition completion date.

ROBOCOP II

ROBOCOP 2
TM © ORION PICTURES
START
CONTINUE
HI SCORE
ONE PLAYER
MUSIC ON



ROBOCOP 2
ORION
ocean

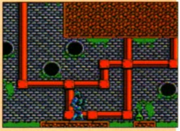
The biggest problem in Robocop II is finding the necessary amount of nuke. The nuke store in level 1 was detailed in our map in volume 4, issue 5 - now we have found those in levels 3, 4 and 6 for you so that you can go and give Cain a taste of his own 'medicine'!

3

This is simple enough to find, but pretty tricky to actually get into. When you're on the jet-platform, you'll come across two electricity generators. Being careful not to get zapped carefully guide your platform between the two, then go up between the contacts, and lo and behold a nuke store for you to explore!

4

Go through the level and over a series of bridges. When you come to a stack of barrels and a high bridge, hop up onto the bridge and arrest the villain. Leap to the platform below the bridge, and over the two gaps to the right, then pull down on the controller to uncover more nuke.



6

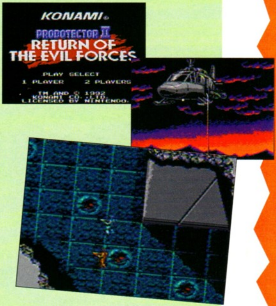
Battle your way through the level until you reach a section where a rolling barrel is trapped between two upright barrels. Now pull down on the controller and away you go!

PROBOTECTOR II

Trouble in Seven?

It appears that a lot of you are experiencing a fair amount of difficulty in Probotector II. Here's the solution!

The pods release aliens when you get too close. To prevent this ensure you are armed with the spreader. Stop on a ledge prior to each pod, and start blasting. Keep firing for about 10 seconds, and you should see explosions if you're successful. The pod itself won't look any different, but it should now be void of aliens!

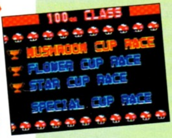

KONAMI
PROBOTECTOR II
RETURN OF THE EVIL FORCES
PLAY SELECT
1 PLAYER 2 PLAYERS
TM AND © 1992 KONAMI CO.,LTD.
LICENSED BY NINTENDO.

Thanks for all of those letters that you have been sending in - remember, try to keep them original, possibly offering tips on defeating certain guardians or a full list of passwords for a particular game. The most original and best tips could even win the sender a special Club Nintendo goodie bag! You will find the address to send your tips on the previous page.

"Olly"

MARIO KART

(SNES)



100cc CLASS

MUSHROOM CUP RACE

FLOWER CUP RACE

STAR CUP RACE

SPECIAL CUP RACE

To be able to move on to the Special Cup, highlight the Mushroom Cup, then press L, R, L, R, L, L, R, R and you should now be able to access the Special Cup without having to compete in any other races!

Also, for that extra challenge (as if you needed it!) on the 1 player time trials, press Start on controller 2 during the character select screen to have a computer controlled 'ghost' opponent to race against.

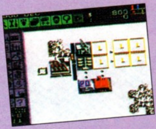
PILOT WINGS

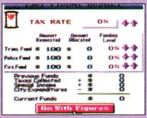
(SNES)

Here are the odes for the different levels of Pilot Wings - we suggest that you practise hard before trying the final missions!

FLIGHT AREA 2 - 985206
AREA 3 - 394391
AREA 4 - 520771
AREA 5 - 400718
AREA 6 - 773224
AREA 7 - 165411
AREA 8 - 760357
SECRET COMMAND
1 - 108048
2 - 882943

SIM CITY (SNES)



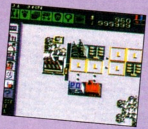


TAX RATE 0%

	Amount Requested	Amount Allocated	Funding Level
Trans. Fund	$ 100	$ 0	0%
Police Fund	$ 100	$ 0	0%
Fire Fund	$ 100	$ 0	0%

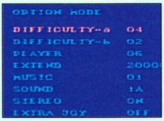
Previous Funds	$	0
Taxes Collected	+ $	0
Special Income	+ $	0
City Expenditures	− $	0
Current Funds	$	0

Go With Figures



Set your tax rate to zero then use all your money within one year, setting your budgets below 100%. When the end of year budget screen appears hold the L button, quit the screen, return to it immediately, increase funding to 100% (while still holding the L button) quit the screen again and then release the L button and you will be rewarded with just under one million dollars!

FINAL FIGHT
(SNES)

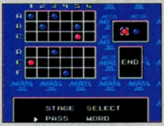


```
OPTION MODE

DIFFICULTY-a    04
DIFFICULTY-b    02
PLAYER          06
EXTEND          2000
MUSIC           01
SOUND           1A
STEREO          ON
EXTRA JOY       OFF
```

To access a secret option screen, press L, B and Start simultaneously on the title screen.

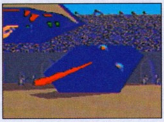
MEGAMAN 3
(NES)



A quick code for this excellent game that will allow you to start at Dr. Wily's castle

PINK - C5, E1

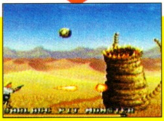
BLUE - A1, A3, B2, B5, D3, F4



ANOTHER WORLD
(SNES)

Here are a few level codes for this excellent game the rest are up to you to find.

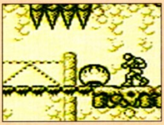
XDDJ - Beginning at caverns
KLFB - After caverns
CKJL - In battle arena
LFCK - Last scene



SUPER STAR WARS
(SNES)

On the title screen try entering the following codes - if you are successful you will hear the Jawa scream. You must switch your SNES off and on before attempting to enter any codes - resetting will not work.

X/B/B/A/Y - 5 continues
Y/Y/X/X/A/B/X/A - Light saber
Y,B,X,A and START all together - sound test



CASTLEVANIA II
(Game Boy)

You can gain nine lives by entering the following code:

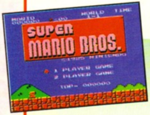
CANDLE, CANDLE, HEART, HEART

BATMAN II: Return of the Joker (NES)

LEVEL CODES

Level	Code
1-2	MDRR
2-1	NMLL
2-2	NWKL
3-1	LGZQ
3-2	GPTW
4-1	GNXF
4-2	KHCN
5-1	QGUN
5-2	WBZT
6-1	FFHG
6-2	CKQG
7-1	GPZT

CLASSIC TIPS & TRICKS

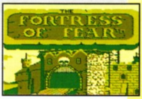


SUPER MARIO BROS (NES)

To continue in the world that you were previously playing on, hold down A and ten press START on the title screen.ing

WIZARDS & WARRIORS

(Game Boy)



To start with an extra six lives, play a game until you earn enough points to go on the high score screen and then enter WHEARTW as your name.

MEGA MAN (NES)

When battling one of the stronger enemies, use your electricity beam to take him out. When the electricity strikes, rapidly pause and unpause the game. Each time that you restart, another hit will register.

LEGEND OF ZELDA

(NES)

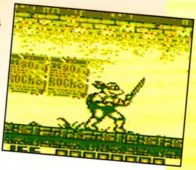
If you want to begin the game in the second quest enter ZELDA as your name on the registration screen.

REGISTER YOUR NAME
ALAN
ZELDA
REGISTER
END

TEENAGE MUTANT HERO TURTLES

(Game Boy)

When you don't have any energy left, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. This will replensih your energy, but beware - you can only do this once!



To be able to access any of the bonus levels, press and hold Select on the configuration screen then simulataneously press A and B. Highlight the ? that has just appeared and press a button to be able to choose from one of the three bonus games.

PUNCH-OUT!

(NES)

THE CODES!

Another World Circuit: 135 792 4680

NOTE: Don't press the A button on the final zero, instead press Select, A and B simultaneously.

End Credits: 106 113 0120

NOTE: See above for dtails on selecting the zero.

Fighter Codes: 007 373 5693
267 853 7588

MAILBAG

Dear Mario...

Dear Super Mario

I have written a poem about the NES:

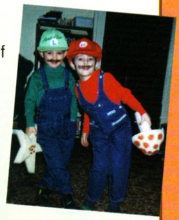
The NES is very good
Even better than Yorkshire Pud
I love SMB3
Better than my friend Lee
I've heard that Lemmings is coming soon
My friend says it goes with a boom
I can beat the evil Bowzer
My brother says that I'm a drouzer
I hope that you're making Mario 4
I'll be getting it for sure!

Todd Guest
West Midlands

Hi Todd! Thanks for the poem - it certainly made us chuckle! As for Mario 4, well, Super Mario World is effectively Mario 4. The NES? We've no new news right now but if anything breaks then we will let you know!

Hallowe'en Fun!

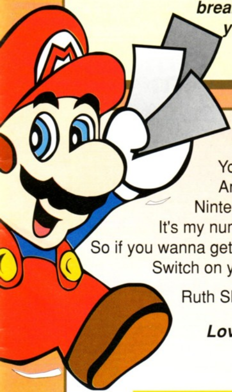
Dear Editor



I thought that you might like this photo of John Allison (5) as Mario and his cousin Stephen Walsh (5) as Luigi. They were dressed up for a Hallowe'en party. John has a NES and can complete Super Mario Bros. He also likes the Turtles and Super Mario Bros. 3. Stephen has a SNES and likes the Scope.

Mrs. T. Allison
Glasgow

Thanks for the photo, Mrs. A. We were really impressed by the costumes, especially with the star and the mushroom!



NINTENDO RAP

Yo, Ruth is my name
And I'm totally cool
Nintendoings my game
It's my number one rule!
So if you wanna get as happening as me
Switch on your NES for Mario 3!

Ruth Sherbourne, Somerset

Love the rap, Ruth!

SUPER FX QUERIES

My friends and I have been reading all about the Super FX chip that's in Star Fox. What's so special about it and what does it do?

Paul Vaughan, Devon

Well, Paul, if you take a peak at the Starwing review (do note the name change) then you will find out all about the Super FX chip!

Write to...

The Editor, Club Nintendo, PO Box 42, Eastleigh,
Hants, SO5 5XZ.

EXPERIENCE THE POWER!

THE LEGEND OF
ZELDA
A LINK TO THE PAST™
Nintendo
SUPER NINTENDO
ENTERTAINMENT SYSTEM

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

Nintendo
SUPER MARIO WORLD
INSTRUCTION BOOKLET INCLUDED.
MODE D'EMPLOI EN FRANÇAIS.
MET NEDERLANDSE HANDLEIDING.
SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Features Include:
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Graphic Stamps
Music Composition Mode
Brilliant Colours & Textures
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PAL VERSION

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SUPER MARIO BROS. 3
Nintendo
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TIPS&Tricks!

With the games getting ever more challenging, players need all of the help that they can get! If you have anything to offer in the way of tips, tricks or cheats, then send them to:

Olly's Tips, Club Nintendo, PO Box 42, Eastleigh, Hants, SO5 5XZ

However, if the ghosts can't be busted, the turtles are terminated or Mario is being bashed by Bowser, then ring the

● ● ● Nintendo Hotline on 0703 652222 ● ● ●

The hotline is manned from 12 noon until 8pm every weekday and also on Saturdays and Sundays from 10am to 3pm.!

PRINCE OF PERSIA

Getting the best from your controls.

The controls in Prince of Persia are unequalled, but admittedly they can take a while to master.

Small steps

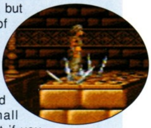
You can take small steps to the edge of platforms or close to cutters without any danger of being harmed. To execute this move simply hold down the 'A' button, and then press the cursor in the desired direction. Be careful not to step off the edge though - watch your character and when he makes a hurried step back you know you've gone far enough.

Last month we reviewed the Prince of Persia, which finds the athletic prince venturing his way through the chasms and corridors beneath the palace. As you'll know by now the game is terrific to play but often rather tricky, so we've put together a few tips which you may find useful.

Grabbing

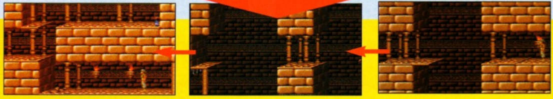
On many occasions you will need to grab ledges by your fingertips, and your timing must be exact. When you jump with the 'B' button keep it pressed and your man will grab onto the ledge opposite.

Spikes



Spikes are present all through the game, but only pop-up out of the floor when you're near them -you can walk straight through them unharmed using the small steps system, but if you approach at any speed, they will impale you.

Level: 18



On level 18 you will find what is an incredibly difficult task for the Prince. This level has stumped most people but we have figured out the answer to the problem. You need to make a series of well timed jumps over the platforms, and then get to the gate before it closes. which is a whole lot easier said than done! First check out the terrain, so you know what course you must take. Then go back and release the gate. Start running, and making your leaps. On the final leap that has you falling toward the gate, you must release the 'B' button otherwise the Prince will grab the collapsing ledge. When the prince has past the collapsing ledge, quickly press the 'B' button and he should just grab the lower ledge. Good luck!